



US 20160279522A1

(19) **United States**(12) **Patent Application Publication**
de Plater et al.(10) **Pub. No.: US 2016/0279522 A1**(43) **Pub. Date: Sep. 29, 2016**(54) **NEMESIS CHARACTERS, NEMESIS FORTS,
SOCIAL VENDETTAS AND FOLLOWERS IN
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(US)(21) Appl. No.: **15/081,732**(22) Filed: **Mar. 25, 2016****Related U.S. Application Data**(60) Provisional application No. 62/303,738, filed on Mar.
4, 2016, provisional application No. 62/138,920, filed
on Mar. 26, 2015.**Publication Classification**(51) **Int. Cl.****A63F 13/67** (2006.01)**A63F 13/58** (2006.01)(52) **U.S. Cl.**CPC **A63F 13/67** (2014.09); **A63F 13/58**
(2014.09)

(57)

ABSTRACT

Methods for managing non-player characters and power centers in a computer game are based on character hierarchies and individualized correspondences between each character's traits or rank and events that involve other non-player characters or objects. Players may share power centers, character hierarchies, non-player characters, and related quests involving the shared objects with other players playing separate and unrelated game instances over a computer network, with the outcome of the quests reflected in different the games. Various configurations of game machines are used to implement the methods.

